



50 STATES AND CAPITALS BOARD GAME

Standards:

- Students will demonstrate knowledge of the 50 states and capitals.
- Students will locate places using map skills (scale, cardinal directions, latitude and longitude, etc.).
- Students will draw and label accurate maps.
- Students will write useful directions.
- Students will gather facts from a broad range of reading materials.
- Students will use correct mechanics and spelling in well-organized writing.
- Students will actively listen and give appropriate feedback.
- Students will recognize and appreciate different ideas.

Task: Create a game that can be used to learn states and capitals. The game can be based off of an existing game or it can be original.

Process: Along with your group, you are responsible for creating a board game to help other students learn the 50 states and capitals. Your game should be for 4-6 players and directions for the game must be written and address the following information:

- Include all 50 states and capitals
- Map skills (two of the following): scale, cardinal directions, latitude and longitude
- A labeled map of the United States

Remember, you are gearing the game towards people that don't know the states and capitals. Make sure your game helps people learn the 50 states and capitals! You will then play one other group's game and give them written feedback with the evaluation form.

Rubric:

<i>Criteria</i>	<i>Excellent (15 points)</i>	<i>Good (10 points)</i>	<i>Acceptable (5 points)</i>	<i>Needs Work (0 points)</i>
<i>50 States and Capitals Basis of Game x2</i>	Game is based on knowledge of 50 states and capitals.			Game is not based on knowledge of 50 states and capitals.
<i>Map Skills Included in Game Play</i>	Two or more map skills are used in playing the game.		One map skill is used in playing the game.	No map skills are used in playing the game.
<i>Labeled Map</i>	All important areas of the map are labeled; map is neat and accurate.	Less than three labels are missing or map is not totally accurate.	Between three and six labels are missing; map is not accurate; map is neat.	More than six labels are missing; map is not accurate; map is sloppy.
<i>Game Directions</i>	Game directions are clear and detailed.	Game directions are clear or detailed.		Game directions are neither clear nor detailed.
<i>Mechanics</i>	Less than two errors in directions and game materials.	Between two and four errors in directions and game materials.	Between four and six errors in directions and game materials.	More than six errors in directions and game materials.
<i>Spelling</i>	Less than two errors in directions and game materials.	Between two and four errors in directions and game materials.	Between four and six errors in directions and game materials.	More than six errors in directions and game materials.

<i>Evaluation Form</i>	Filled out completely with useful feedback.	Missing one part; useful feedback.		Missing more than one part or feedback not useful.
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